I’ve created A King Tier Character with the intend that he be used as the final villain of A Adventurer, Conqueror, King Campaign

I decided to roll 1D6 4 times per stat, discard the lowest, assign the rolls to his stats in any way I want then add +1 to each stat

I end up with A Fighter with Strength 17, Constitution 16, Dexterity 14, Intelligence 12, Wisdom 10 and Charisma 16 but that's before adding modifiers for his age

With him being A King Tier Character he's 12th level with 615,000 experance

I plan to put him in at the low end of mid 40's having achieved his level by paying for training rather then adventuring, giving him A Sizeable Domain of his own and 3 notable Vassals

Interestingly enough A Very Lucky Roll nets him 2 Treasure Map to treasure worth over 164,000 Gold Coins, which is enough to net him A 4th Vassal Domain

This will be the 1st in a series of characters that I plan to create to be the final villains of RPG Campaigns and will post on this site

Name

Ren Iwatani

Gender

Male

Race

Human

Class

Fighter

Level

12th

Experance

620,000

Stats

Including reductions for his age Strength 15, Constitution 14, Dexterity 12, Intelligence 12, Wisdom 10 and Charisma 16

His heir

None known but he has A 17 year old daughter who is his heir that he keeps a secret to protect her from his enemies

Hp

76

Reputation

10 of 7 types

Proficiencies

Adventuring Rank 1, Alertness Rank 1, Command Rank 2, Diplomacy Rank 2, Healing Rank 2, Intimidation Rank 1, Leadership Rank 3, Military Strategy Rank 1, Seduction Rank 1 and Survival Rank 1 and Strategy Rank 2

Alignment

Chaotic

Languages

Regular

The Common Tongue and The Chaotic Alignment Tongue

Extra’s

The Goblin Language

Armor Class

27

Age

44 years, 4 months, 2 weeks and 5 days old

Underlings

40 0 level Mercenaries

2 1st level Fighters

2 2nd level Fighters

And

1 3rd level Fighter

Henchmen

2 7th level Str 17 Fighters

1 7th level Dex 18 Thief

1 7th level Wis 17/Int 14 Cleric

1 8th level Int 18 Magic User that has 4 Spellbooks and 2 Spellscrolls that hold 11 1st level, 8 2nd level, 5 3rd level, 3 4th level and 1 5th level Spells

Belongings

Weapons

120 Darts

12 Slings that all come with 30 Sling Shots

12 Bola’s

6 Swords

4 Silver Daggers

4 Battle Axe’s

4 Great Axes

4 Crossbows that all come with 1 case of 20 Crossbow Bolts

4 Warhammers

1 Longbow that comes with 3 Quivers that each hold 20 Regular Arrows and 5 Silver Arrows

1 Hand Axe

Armor

11 Suits of Leather Armor

7 suits of Ring Armor

5 sets of Fur Hiding

3 suits of Banded Mail

3 suits of Platemail

3 Shields

1 Suit of Chainmail

Equipment

2,400 foot of rope

1,488 Iron Spikes

670 torch’s

330 flasks of oil

115 wax candles

60 3-pint flasks of military oil

15 4-pound boxes of salt

15 4-pint bottles of Olive Oil

14 1-pint bottles of Holy Water

11 20-gallon barrels

11 sets of 12 Stakes and 3 Mallets

6 Small Hammers

5 fairly good quality Nobles Gowns

5 Grappling Hooks

5 Goldenrods

5 good quality blankets

5 sets of daywear

5 sets of nightwear

3 Lanterns each of which come with 5 3-pint bottles of lamp oil

3 cords of hardwood logs

3 good quality Blankets

1 regular Noble’s Gown

1 Musical Instrument

1 crate that holds 1 kilo of mining tools

1 very good quality tent

Herbs, plants and flowers

30 pounds of Wolfsbane

30 pounds of Woundwart

6 dose’s of Belladonna

Food

1,000 loaves of good quality bread

1,000 1-pound locks of good quality cheese

400 meals worth of Dried Fruits

200 feast type meals

44 meals worth of honey

17 boxes of 12 eggs

12 3-pound slabs of beef

12 3-pound slabs of chicken

12 3-pound slabs of lamb

7 barrels of preserved venison

4 2 kilo barrels of dried pork

4 meals worth of pumpkins

4 3-pound wheels of sheep cheese

1 100 pound crate of marshmallows

Drink

1,000 1-pint bottles of water

200 2-pint bottles of Good Wine

60 2-pint of good quality Beer

60 2-pint of good quality Ale

60 2-pint of good quality Sherry

33 3-pint bottles of Rare Wine

17 bottles of fine Tirenean wine

6 bottles of stout halfling ale

4 barrels of dwarven beer

2 4-liter barrels of fine Tirenean brandy

Poisons

2 of Giant Scorpion Venom

2 of Sea Snake Venom

2 of Pit Viper Venom

1 of Wyvern Venom

1 of Giant Spider Crab Venom

1 of Giant Killer Bee Venom

Plant toxins

2 of Hellbore

2 of Hemlock

2 of Foxglove

1 of Henbane

1 of Yew

Artillery

3 Ballista’s that all have 35 shots worth of ammo and 4 crew

3 Light Catapults that all have 26 shots worth of regular ammo and 4 crew

Animals

Normal

6 Heavy Draft Horse’s

4 Heavy Warhorse’s, all of which have Chain Barding

4 Hunting Dogs

4 Trained Hawks

4 War Dogs

2 very Heavy Camels

1 Heavy Donkey

Farm animals

4 Cattle Herds that each cost consists of 80 milk cows, 20 heifers/elderly cows that still give milk, 20 bull calves, 20 cow calves, 10 lesser bulls and 2 dominant bulls

These cost 3,000 Gold Coins

They each earn me 188 Gold Coins a month

Each year they produce 12,000 Gallons of Milk, 3,000 pounds of cheese, 3,000 pounds of butter and 2,500 pounds worth of beef

Each year very selective slaughtering nets me enough leather to make a profit of 3,750 Gold Coins without having a negative effect on the herds numbers

1 could have gone for 1 gigantic Herd that contains the same number of cattle and earn me the same per month and per year but I didn't, that's because with 4 fairly large herds if I lose 1 I've still got the other 3 but with 1 gigantic 1 if I lose it I lose everything

Very rare

6 young adult Pegasus

Land vehicles

8 Small Carts

4 large Carts

2 very large Wagons

1 coach that has room for driver and 3 passengers

Water vessels

2 2-seater rowing boats

Valuables

Cash

Electrum Coins

354

Gold Coins

13,278

Silver Coins

13,480

Copper Coins

65,200

Jewels

20 Bloodstones that are each worth 25 Gold Coins

20 Topaz’s that are each worth 25 Gold Coins

10 Coral Stones that are each worth 50 Gold Coins

6 Pearls that are each worth 100 Gold Coins

3 Zircon’s that are each worth 160 Gold Coins

3 Rubies that are each worth 500 Gold Coins

1 Diamond that’s worth 560 Gold Coins

Jewellery

20 Gold Rings that are each worth 10 Gold Coins

20 Gold Earrings that are each worth 10 Gold Coins

4 large silver armbands that are each worth 65 Gold Coins

3 small silver nose rings that are each worth 20 Gold Coins

1 decent sized Torc made of very good quality silver worth 500 Gold Coins

Special Treasures

30 Brass Ignots that are each worth 4 Gold Coins

10 Pouch’s that all hold 15 Gold Coins worth of The Herb Saffron

8 very large rolls of very poor quality cloth that are each worth 10 Gold Coins

5 Holy Symbols made of silver that are each worth 130 Gold Coins

3 Barrels that all hold 50 Gold Coins worth of decent quality preserved meat

1 very Small Bear Statue made of Silver that’s worth 300 Gold Coins

1 Rare Book that’s worth 150 Gold Coins

Animals Pelts

25 Beaver Pelts that are each worth 6 Gold Coins

25 Wolf Pelts that are each worth 6 Gold Coins

3 Bear Pelts that are each worth 200 Gold Coins

2 Dire Wolf Pelt that are both worth 220 Gold Coins

1 Lion Cub Pelt worth 100 Gold Coins

Trade goods

3 Crates that all hold 120 Gold Coins worth of Tobacco

1 Crate that holds 400 Gold Coins worth of Tobacco

1 Crate that holds 200 Gold Coins worth of Cloth

1 Crate that holds 200 Gold Coins worth of Spices

1 bag that holds 75 Gold Coins worth of Coffee Beans

1 bag that holds 75 Gold Coins worth of Tobacco

1 bag that holds 75 Gold Coins worth of Herbs used in Cooking

Other stuff of value

14 small Gold Teeth that are each worth 5 Gold Coins

2 Barrels that both hold 490 Gold Coins worth of Vintage Ale

1 Box that holds 110 Gold Coins worth of slightly below average quality Powdered Silver

1 very small Tiger Model made of poor quality jade that’s worth 110 Gold Coins

1 small cup that’s made of slightly above average quality Silver that’s inlaid with 2 very small good quality Sapphires that’s worth 130 Gold Coins

1 very small letter opener that’s of decent quality Silver worth 20 Gold Coins

Magic stuff

Weapons

4 +2 Crossbow Bolts

4 +1 Arrows

1 Sword that’s +1 or +2 VS Spellcasters

1 Sword that’s A +1 Flametongue

1 +1 Axe

Armor, shields and similar stuff

1 suit of +4 Chainmail Armour

1 suit of +1 Leather Armour

1 +1 Shield

1 pair of +5 Bracers of Armor

Items

1 +2 Ring of Protection

1 Ring of Invisibility

1 pair of Elven Boots

1 Decanter of Endless Water

1 Flying Carpet

1 set of eyes of petrification

Potions

6 of Healing

1 of Extra Healing

1 of Plant Control

1 of Treasure Finding

1 Animal Control

1 of Heroism

1 of Fire Resistance

Scrolls

1 in The Common Tongue that holds The 3rd level Arcane Spell Haste and The 4th level Arcane Spell Remove Curse

1 in The Elven Tongue that's A Scroll of Ward Against Magic

1 in The Dragonic Tongue that holds The 5th level Arcane Spell Cloudkill

1 in The Elven Tongue that holds 3 castings of The 1st level Divine Spell Cure Light Wounds

1 in The Common Tongue that holds The 1st level Arcane Spells Magic Missile and Shield and The 2nd level Arcane Spell Phantasmal Force

Investments

1 that's worth 23,000 Gold Coins that nets me 575 Gold Coins a month

His domain

His title

He's A Regular Viscount that's a lot more powerful then normal

He rules A large Viscountdom

He has 4 Vassal Domains that are all massive Baronies

2 are ruled by Very Senior Barons

1's ruled by A Very Senior Baroness

The 4th Vassal Domain doesn't have a ruler

Morale

+3

That's +3, which means their steadfast

That means the following

The domain's inhabitants hail their rulers as a great leader deserving of strident support

The population grows by an extra 3D10 families per thousand each month

Spies and thieves operating against the domain suffer a -3 penalty to their proficiency throws

Service income is increased by 1 Gold Coin per peasant family

His personal land

It’s A Large Viscountdom that has 4,320 families and has A Castle worth 135,000 Gold Coins

The population is spread across 182 Farms that each have 2 Families, 63 Farming Communities that each have 6 Families, 34 Fishing Communities that each have 8 Families, 21 villages that each have 50 families and 1 Town that has 2,256 Families in it

Money wise it earns a profit of 4,982 Gold Coins per month

As well as a profit of 4,982 Gold Coins per month he also gets more food and drink then he could ever even try to consume

He earns another 15,000 Gold Coins per year from his cattle

The town has 2,256 families in it, that means it’s a small city, that makes it a Class V Settlement and it gives The Town A Market Class of IV

It has 500 crooks that make up the following 7 groups

2 Thieves Guilds that both have 100 members, they are both lead by A 7th level Thief and they both earn 7,350 Gold Coins per month

2 Thieves Guilds that both have 50 members, they are both lead by A 5th level Thief and they both earn 3,350 Gold Coins per month

1 Smuggling Ring that has 100 members, its lead by A 7th level Fighter and it earns 7,350 Gold Coins per month

1 Assassins Guild that has 60 members, it is led by A 4th level Assassin and it earns 3,350 Gold Coins per month

1 Assassins Guild that has 40 members, it is led by A 4th level Assassin and it earns 1,500 Gold Coins per month

Castle Staff

173 unskilled servants

The domains garrison

Regulars

500 Light Infantry with Ranged Weapons, 400 Very Heavy Infantry with Melee Weapons, 271 Heavy Cavalry, 200 Crossbowmen that fight on foot, 125 Medium Infantry with Ranged Weapons, 125 Medium Infantry with Melee Weapons, 70 Mounted Crossbowmen and 3 War Elephants that each have 4 Riders

That have levels

46 1st level Clerics, 22 2nd level Fighters, 8 3rd level Clerics, 1 4th level Cleric, 1 5th level Cleric and 1 8th level Mage

Artillery

3 Ballista’s that all have 4 crew and 35 shots worth of regular ammo and 3 Light Catapults that all have 4 crew and 26 shots worth of regular ammo

Animals and pets that can fight

6 Young Adult Pegasus

Sentient monsters

10 13 year Old Very Young Silver Dragons

Underlings

Those that work for him

40 0 level Mercenaries, 2 1st level Fighters, 2 2nd level Fighters and 1 3rd level Fighter

Those that work for the leader of his army

30 0 level Mercenaries, 3 2nd level Fighters and 1 1st level Fighter

Henchmen

Those that work for me

1 7th level Str 16 Fighter, 1 7th level Str 17 Fighter, 1 7th level Dex 18 Thief, 1 7th level Wis 17/Int 13 Cleric and 1 8th level Int 18 Mage that has 4 Spellbooks and 2 Spellscrolls hold 11 1st level, 8 2nd level, 5 3rd level, 3 4th level and 1 5th level Spells

Those that work for the leader of my army

1 6th level Paladin, 1 7th level Wis 16/Int 15 Cleric, 1 7th level Dex 18 Thief and 1 8th level Intelligence 18 Mage that has 4 Spellbooks and 2 Spellscrolls that hold 9 1st level, 8 2nd level, 5 3rd level, 3 4th level and 1 5th level Spells

The armies leader

She’s both A Very Senior Colonel and A 10th level Fighter whose Str was once 18 but her age has dropped it to 14

And

She gets a profit of 5,000 Gold Coins per month

Civilian militia

2,700 0 level Fighters

The clerics that see to the spiritual needs of the people that can’t fight but can defend themselves are as follows

1,300 1st level Clerics, 800 2nd level Clerics, 400 3rd level Clerics, 300 4th level Clerics, 140 5th level Clerics, 43 6th level , 20 7th level Clerics, 10 7th level Clerics, 8 8th level Clerics, 2 9th level Cleric and 1 10th level Cleric

The towns police force

Fighters

411 1st level, 170 level, 110 3rd level, 60 4th level, 22 5th level, 15 6th level, 8 7th level, 3 8th level and 1 9th level

Clerics

211 1st level, 102 2nd level, 50 3rd level, 25 4th level, 8 5th level, 3 6th level and 1 8th level

Mages

105 1st level, 57 2nd level, 24 3rd level, 9 4th level, 3 5th level, 1 6th level and 1 8th level

The 4 Vassal Domains

The 1st 3

They are all the same

They are all as follows

Morale

+3

That means the following

The inhabitants hail their rulers as a great leader deserving of strident support

The population grows by an extra 3D10 families per thousand each month

That means that they go up by 6D10 families each month

Spies and thieves operating against the domain suffer a -3 penalty to their proficiency throws

Service income is increased by 1 Gold Coin per peasant family.

The Title that all 3 Rulers have

2 of them are Senior Barons

The 3rd’s A Senior Baroness

They all rule a massive Barony

The influence, respect and power they all have are all slightly higher then normal

The domains are all as follows

The ruler is A Very Senior Baron or Baroness that rules A massive Barony, rules over 1,920 Families and has A Castle that’s worth 60,000 Gold Coins

In it is 70 Farms that each have 2 Families on them, 42 Farming Communities that each have 11 Families, 14 Fishing Communities that each have 14 Families, 6 Villages that all have 30 families in them and 1 town that has 942 families in it

Money wise the ruler gets a profit of 3,584 Gold Coins per month

With 942 families the primary settlement is A Large Town

It has A Market Class of IV

It has 300 criminals that are divided into the following 5 groups

I go for the following

2 Thieves Guilds that both have 50 members, they are both lead by A 4th level Thief and they both earn 3,350 Gold Coins per month

1 Thieves Guid that has 100 members, it is led by 7th Thief and it earns 7,350 Gold Coins per month

1 Smugglers Ring that specializes in ingredients used in Spells that has 50 members, it is led by 5th level Mage User has 4 Spellbooks and 1 Spellscroll that between them hold 7 1st level, 4 2nd level, 3 3rd level and 1 4th level Spells and it earns 3,350 Gold Coins per month

1 Protection Racket that that has 50 members, its led by 5th level Barbarian and it earns 3,350 Gold Coins per month

Castle Staff

78 unskilled servants

The garrison the town has

Fighters

154 1st level, 120 2nd level, 70 3rd level, 30 4th level, 15 5th level, 8 6th level and 3 7th level

Clerics

70 1st level, 70 2nd level, 30 3rd level, 15 4th level. 8 5th level, 5 6th level and 2 7th level

Mages

34 1st level, 30 2nd level, 20 3rd level, 10 4th level, 4 5th level, 1 6th level and 1 7th level

The garrison

Regulars

360 Light Infantry with Melee Weapons, 360 Light Infantry with Ranged Weapons, 240 Light Cavalry with both melee weapons and ranged weapons, 180 Medium Infantry with Ranged Weapons, 180 Medium Infantry with Melee Weapons and 60 Heavy Cavalry

That have levels

110 1st level Clerics, 110 1st level Fighters, 15 2nd level Clerics, 15 3rd level Clerics and 5 6th level Mage

The 5 6th level Mage’s all have Spellbooks and 2 Spellscrolls that between them hold 7 1st level, 6 2nd level, 4 3rd level, 2 4th level and 1 5th level Spells

Pets and animals that can fight

1 young adult Pegasus

Sentient monsters

4 13 year Old Very Young Silver Dragons

Civilian militia

1,200 0 level Fighters

The clerics that see to the spiritual needs of the people that can’t fight but can defend themselves

620 1st level Clerics, 210 2nd level Clerics, 210 3rd level erics, 150 4th level Clerics, 70 5th level Clerics, 24 13 6th level Clerics, 7 7th level Clerics , 4 8th level and 1 9th Clerics

The 4th 1

The ruler is A Senior Baroness

The domain is A Massive Barony

As it borders the sea it has 480 families more then normal

Its castle is worth 60,000 Gold and it has 2,400 families

In it is 90 Farms that each have 2 Families on them, 52 Farming Communities that each have 11 Families, 18 Fishing Communities that each have 14 Families, 7 Villages that all have 45 families in them and 1 town that has 1,151 families in it

Also

Money wise the ruler gets it a profit of 3,971 Gold Coins per month

With 1,151 families the primary settlement is A Large Town

It has A Market Class of IV

It has 300 criminals that are divided into 5 groups

2 Thieves Guilds that both have 50 members, they are both lead by A 4th level Thief and they both earn 3,350 Gold Coins per month

1 Thieves Guid that has 100 members, it is led by 7th Thief and it earns 7,350 Gold Coins per month

1 Smugglers Ring that specializes in ingredients used in Spells that has 50 members, it is led by 5th level Mage User who has 4 Spellbooks and 1 Spellscroll that between them hold 7 1st level, 4 2nd level, 3 3rd level and 1 4th level Spells

and it earns 3,350 Gold Coins per month

1 Protection Racket that that has 50 members, its led by 5th level Barbarian and it earns 3,350 Gold Coins per month

Castle Staff

94 unskilled servants

The garrison the town has

Fighters

154 1st level, 120 2nd level, 70 3rd level, 30 4th level, 15 5th level, 8 6th level and 3 7th level

Clerics

70 1st level, 70 2nd level, 30 3rd level, 15 4th level. 8 5th level, 5 6th level and 2 7th level

Mages

34 1st level, 30 2nd level, 20 3rd level, 10 4th level, 4 5th level, 1 6th level and 1 7th level

The garrison

Regulars

360 Light Infantry with Melee Weapons, 360 Light Infantry with Ranged Weapons, 240 Light Cavalry with both melee weapons and ranged weapons, 180 Medium Infantry with Ranged Weapons, 180 Medium Infantry with Melee Weapons and 60 Heavy Cavalry

That have levels

110 1st level Clerics, 110 1st level Fighters, 15 2nd level Clerics, 15 3rd level Clerics and 5 6th level Mage that has 5 Spellbooks and 2 Spellscrolls that between them hold 7 1st level, 6 2nd level, 4 3rd level, 2 4th level and 1 5th level Spells

Pets and animals that can fight

1 young adult Pegasus

The super-powered commando force that she keeps to counter threats to the entire domain,

170 Light Cavalry, 58 Very Light Infantry, 39 Centaurs that are former slaves that get 1 3rd more per month then normal, 27 Heavy Infantry and 16 Very Young Silver Dragons

Civilian militia

1,440 level Fighters

Clerics that see to the people’s religious needs

700 1st level Clerics, 300 2nd level Clerics, 300 3rd level erics, 180 4th level Clerics, 90 5th level Clerics, 38 6th level Clerics, 7 7th level Clerics , 4 8th level and 1 9th Clerics

Info on my characters 3 Vassals

On their levels and classes

Monica Von Ochs. She’s A Human Female 2nd level Int 17 Mage with 4,035 experance

Lisa Shren. She’s A human Female 7th level Dex 17 Thief with 50,500 experance

Patrick Stern. He’s A Human Male 7th level Wis 17/Int 13 Cleric with 50,000 experance

Peter Duncan. He’s A Human Male that’s A 7th level Str 18 Fighter with 65,000 experance

Belongings

Those of Liza, Patrick and Peter

All 3 of them have the exact same stuff, which is as follows

Weapons

10 Darts

4 sings that all have 20 bullets

3 Longbows that all have 20 Regular Arrows

2 Swords

1 Morning Star

1 Warhammer

1 Flail

Armour

4 suits of chainmail armour

4 Shields

1 suit of Ringmail armour

Equipment

200 Candles

120 torch’s

48 small iron spikes

20 pints of lantern oil

10 large sacks

10 50-yard lengths of rope

8 pints of holy water

4 sets of nobles garb

4 average quality blankets

2 sets of good quality dice

2 sets of good quality daywear

2 sets of good quality daywear

2 tents

2 locks

2 mirrors

2 musical instruments

2 small hammers

1 lantern

1 grappling hook

1 set of mallet and 4 stakes

1 backpack

Herbs, plants, flowers and similar stuff

4 pounds of Wolfsbane

4 pounds of Woundwart

Food

200 pounds of very high quality cheese

120 high quality eggs

1,000 pounds worth of dried fruits

100 meals that are fit for A Earl

100 very high quality loaves of white bread

14 weeks worth of preserved rations

4 barrels that all hold 5 meals worth of fish

Drink

50 2-pint bottles of high quality beer

10 Waterskins that all hold half a pint of water

10 Wineskins that all hold half a pint of wine

4 crates that all hold 10 2-pint bottles of very good quality wine

2 barrels that both hold 4 pints of very good quality sherry

Animals

Regular

3 Light Warhorse’s

1 Camel

Farm animals

1 herd of 80 milk cows, 20 heifers/elderly cows that still give milk, 20 bull calves, 20 cow calves, 10 lesser bulls and 2 dominant bulls that cost 3,400 Gold Coins

They produce 184 Gold Coins a month

Every year they produce 12,000 Gallons of Milk, 3,000 pounds of cheese, 3,000 pounds of butter and 2,000 pounds of beef

And

Every year they make their owner 3,750 Gold Coins from selling beef

Special

1 young adult Pegasus

Transports

2 wagons that are both pulled by 3 heavy draft horse’s

Treasure

Cash

Copper Coins

25,400

Silver Coins

13,200

Gold Coins

3,092

Electrum Coins

278

Valuables

Jewels

7 Bloodstones that are each worth 25 Gold Coins

7 Topaz’s that are each worth 25 Gold Coins

3 Coral Stones that are each worth 50 Gold Coins

Jewellery

2 small armbands made of good quality Silver that are both worth 65 Gold Coins

2 small silver nose rings that are both made of good quality silver that are both worth 20 Gold Coins

Special Treasures

15 large Brass Ignots that are each worth 4 Gold Coins

6 Pouch’s that all hold 15 Gold Coins worth of The Herb Saffron

6 very large rolls of very poor quality cloth that are each worth 10 Gold Coins each

2 Holy Symbols made of silver that are both worth 130 Gold Coins each

Animals Pelts

10 Beaver Pelts that are each worth 6 Gold Coins

10 Wolf Pelts that are each worth 6 Gold Coins

1 Lion Cub Pelt worth 100 Gold Coins

Trade goods

1 Crate that holds 200 Gold Coins worth of Tobacco

1 Crate that holds 120 Gold Coins worth of Cloth

1 Crate that holds 120 Gold Coins worth of Spices

1 bag that holds 60 Gold Coins worth of Coffee Beans

Other stuff of value

12 small Gold Teeth that are each worth 5 Gold Coins

1 very small letter opener that’s made of decent quality Silver worth 20 Gold CoinsMagical belongings

Melee Weapons

1 +2 Dagger

Armour, shields and protective

1 suit of +1 Leather Armor

1 +1 Shield

1 pair of +4 Bracers of Armour

Items

1 +1 Ring of Protection

1 Elven Cloak

1 Ring of Command Plants

1 Wand of Magic Missiles with 17 Charges

1 Decanter of Endless Water

1 pair of Gauntlets of Ogre Strength

Potions

4 1-dose bottle’s of Potion of Healing

1 1-dose bottle of Potion of Fire Resistance

1 1-dose bottle of Potion of Speed

Spell scrolls

2 Arcane Scrolls that are both in the common tongue

1 of then holds 2 2nd level Spells

The other holds 2 1st level Spells and 1 5th level Spells

And

The 2 1st level, 2 2nd level Spells and 1 5th level Spells that they hold are as follows

1st level

Charm Person and Sleep

2nd level

Continual Light and Web

5th level

Hold Monster

Vassal 4’s belongings

Weapons

10 Darts

3 Daggers

2 sings that all have 20 bullets

2 Longbows that all have 20 Regular Arrows

2 Swords

1 Warhammer

1 Flail

Armour

3 suits of chainmail armour

3 Shields

2 suits of Leather Armour

1 suit of Ringmail armour

Equipment

200 Candles

120 torch’s

48 small iron spikes

20 pints of lantern oil

10 large sacks

10 50-yard lengths of rope

8 pints of holy water

4 sets of nobles garb

4 average quality blankets

2 sets of good quality dice

2 sets of good quality daywear

2 sets of good quality daywear

2 tents

2 locks

2 mirrors

2 musical instruments

2 small hammers

1 lantern

1 grappling hook

1 set of mallet and 4 stakes

1 backpack

Herbs, plants, flowers and similar stuff

4 pounds of Wolfsbane

4 pounds of Woundwart

Food

200 pounds of very high quality cheese

120 high quality eggs

1,000 pounds worth of dried fruits

100 meals that are fit for A Earl

100 very high quality loaves of white bread

14 weeks worth of preserved rations

4 barrels that all hold 5 meals worth of fish

Drink

50 2-pint bottles of high quality beer

10 Waterskins that all hold half a pint of water

10 Wineskins that all hold half a pint of wine

4 crates that all hold 10 2-pint bottles of very good quality wine

2 barrels that both hold 4 pints of very good quality sherry

Animals

Regular

3 Light Warhorse’s

1 Camel

Farm animals

1 herd of 80 milk cows, 20 heifers/elderly cows that still give milk, 20 bull calves, 20 cow calves, 10 lesser bulls and 2 dominant bulls that cost 3,400 Gold Coins

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And

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Transports

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Treasure

Cash

Copper Coins

25,400

Silver Coins

13,200

Gold Coins

3,092

Electrum Coins

278

Valuables

Jewels

7 Bloodstones that are each worth 25 Gold Coins

7 Topaz’s that are each worth 25 Gold Coins

3 Coral Stones that are each worth 50 Gold Coins

Jewellery

2 small armbands made of good quality Silver that are both worth 65 Gold Coins

2 small silver nose rings that are both made of good quality silver that are both worth 20 Gold Coins

Special Treasures

15 large Brass Ignots that are each worth 4 Gold Coins

6 Pouch’s that all hold 15 Gold Coins worth of The Herb Saffron

6 very large rolls of very poor quality cloth that are each worth 10 Gold Coins each

2 Holy Symbols made of silver that are both worth 130 Gold Coins each

Animals Pelts

10 Beaver Pelts that are each worth 6 Gold Coins

10 Wolf Pelts that are each worth 6 Gold Coins

1 Lion Cub Pelt worth 100 Gold Coins

Trade goods

1 Crate that holds 200 Gold Coins worth of Tobacco

1 Crate that holds 120 Gold Coins worth of Cloth

1 Crate that holds 120 Gold Coins worth of Spices

1 bag that holds 60 Gold Coins worth of Coffee Beans

Other stuff of value

12 small Gold Teeth that are each worth 5 Gold Coins

1 very small letter opener that’s made of decent quality Silver worth 20 Gold CoinsMagical belongings

Melee Weapons

1 +2 Dagger

Armour, shields and protective

1 suit of +1 Leather Armor

1 +1 Shield

1 pair of +4 Bracers of Armour

Items

1 +1 Ring of Protection

1 Elven Cloak

1 Ring of Command Plants

1 Wand of Magic Missiles with 17 Charges

1 Decanter of Endless Water

1 pair of Gauntlets of Ogre Strength

Potions

4 1-dose bottle’s of Potion of Healing

1 1-dose bottle of Potion of Fire Resistance

1 1-dose bottle of Potion of Speed

Spell scrolls

1 Arcane Spellbook and 3 Arcane Scrolls that are both in the common tongue that between the hold the following spells

1st level

Charm Person, Light, Magic Missile, Shield and Sleep

2nd level

Continual Light, Phantasmal Force and Web

3rd level

Dispel Magic and Water Breathing

4th level

Polymorph Other

5th level

Hold Monster